

RCS log for ri_light.c - EXHIBIT H

RCS log for gfx/BALI/opengl.model/ri/procedural/ri_light.c

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RCS file:
/plroot/gfx/irix6.5m/.RCS/PL/BALI/opengl.model/ri/procedural/RCS/ri_light.c,v
Working file: ri_light.c
head: 1.65
branch:
locks: strict
access list:
symbolic names:
keyword substitution: kv
total revisions: 65;    selected revisions: 65
description:
-----
revision 1.65
date: 1997/12/10 23:48:35; author: peericy; state: Exp; lines: +0 -2
split rendering from ri_block; try to isolate gl calls
-----
revision 1.64
date: 1997/12/09 18:08:57; author: peericy; state: Exp; lines: +1 -1
another checkpoint for supporting all shaders
-----
revision 1.63
date: 1997/12/09 17:25:08; author: peericy; state: Exp; lines: +1 -1
checkpoint for major structural changes to support all shaders
-----
revision 1.62
date: 1997/10/09 16:41:16; author: peericy; state: Exp; lines: +35 -0
a better break between lights on proc/pass
-----
revision 1.61
date: 1997/10/09 15:55:16; author: peericy; state: Exp; lines: +1 -250
major overhaul; yank out assembler reader and drawing
-----
revision 1.60
date: 1997/10/06 23:02:23; author: peericy; state: Exp; lines: +1 -1
bring viper and proc closer together
-----
revision 1.59
date: 1997/10/06 21:26:06; author: peericy; state: Exp; lines: +1 -120
remove Dlist and replace with DlistOp alone
-----
revision 1.58
date: 1997/10/06 17:15:16; author: peericy; state: Exp; lines: +10 -81
further unite light and surface scene graphs
-----
revision 1.57
date: 1997/10/02 22:15:31; author: peericy; state: Exp; lines: +14 -90
getting dangerously close to illuminance working
-----
revision 1.56
date: 1997/09/30 19:05:31; author: peericy; state: Exp; lines: +32 -27
cleanup and bug fixes for unified light/surface parsing
-----
revision 1.55
date: 1997/09/30 00:29:11; author: peericy; state: Exp; lines: +36 -64
initialize light position; cleanup light set code
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revision 1.54
date: 1997/09/29 23:53:47; author: peerco; state: Exp; lines: +37 -47
now drive lights and surfaces of same linked list
-----
revision 1.53
date: 1997/09/29 17:17:38; author: peerco; state: Exp; lines: +32 -105
move to unification of surface/light execution
-----
revision 1.52
date: 1997/09/26 23:28:42; author: peerco; state: Exp; lines: +5 -504
last major cleanup of parsing/params for a bit
-----
revision 1.51
date: 1997/09/26 21:05:48; author: peerco; state: Exp; lines: +4 -5
major overhaul of how we read in and parse shaders
-----
revision 1.50
date: 1997/09/25 17:52:28; author: peerco; state: Exp; lines: +6 -2
fix temporary variable conflict between light/surface
-----
revision 1.49
date: 1997/09/25 16:44:15; author: peerco; state: Exp; lines: +1 -1
oops; wrong sense on areafield compare
-----
revision 1.48
date: 1997/09/24 18:21:40; author: mmp; state: Exp; lines: +3 -2
Area light sources work again.
-----
revision 1.47
date: 1997/09/24 00:59:53; author: mmp; state: Exp; lines: +0 -0
_Now_ textures should be oriented properly.
-----
revision 1.46
date: 1997/09/23 16:41:48; author: peerco; state: Exp; lines: +1 -2
have both surface and light shaders use same parse function
-----
revision 1.45
date: 1997/09/23 00:45:44; author: peerco; state: Exp; lines: +22 -48
unify surface and light shader lookup functions
-----
revision 1.44
date: 1997/09/23 00:15:10; author: mmp; state: Exp; lines: +46 -1
Support for illuminance() in shaders.
-----
revision 1.43
date: 1997/09/22 20:17:55; author: peerco; state: Exp; lines: +4 -4
clean up memory manager to match viperproc
-----
revision 1.42
date: 1997/09/22 19:59:25; author: peerco; state: Exp; lines: +8 -4
fix looping with lights bug and lighting computed N
-----
revision 1.41
date: 1997/09/22 18:20:25; author: peerco; state: Exp; lines: +4 -8
make SHADERS colon-separated; match fbops to viperproc
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revision 1.40
date: 1997/09/19 00:54:38; author: peerco; state: Exp; lines: +4 -50
fix a couple of bugs in lighting normal vectors
-----
revision 1.39
date: 1997/09/18 22:42:28; author: mmp; state: Exp; lines: +18 -8
Light sources before WorldBegin work correctly.
-----
revision 1.38
date: 1997/09/18 22:33:08; author: peerco; state: Exp; lines: +2 -0
turn off color writing when setting stencil
-----
revision 1.37
date: 1997/09/18 22:04:19; author: peerco; state: Exp; lines: +20 -0
set and enable stencil for light shaders
-----
revision 1.36
date: 1997/09/18 02:31:10; author: mmp; state: Exp; lines: +20 -6
Fixed bug which caused multiple light sources to be handled
incorrectly.
-----
revision 1.35
date: 1997/09/18 02:02:29; author: mmp; state: Exp; lines: +0 -0
Fixed bug with directional lights: GL light wasn't positioned
correctly (wrong sign).
-----
revision 1.34
date: 1997/09/17 23:55:19; author: mmp; state: Exp; lines: +210 -727
Support for light source shaders.
-----
revision 1.33
date: 1997/09/11 21:38:53; author: mmp; state: Exp; lines: +11 -8
Fixed alpha test so we use the highest-resolution table as long as possible.
-----
revision 1.32
date: 1997/09/09 19:03:56; author: mmp; state: Exp; lines: +213 -53
Added support for ring, triangle, quad and point light sources.
Error analysis code to dump file of per-pixel errors, for histogramming...
-----
revision 1.31
date: 1997/09/08 17:39:03; author: mmp; state: Exp; lines: +14 -10
Fixed bug with lower resolution regions of multiresolution irradiance
table overwriting parts of scene where higher resolution part of table
has a more accurate value.
-----
revision 1.30
date: 1997/09/06 22:15:18; author: mmp; state: Exp; lines: +98 -71
Receiving geometry for area lights can now be transformed w/o introducing
error. Also miscellaneous cleanups and small fixes.
-----
revision 1.29
date: 1997/09/05 22:20:52; author: mmp; state: Exp; lines: +149 -116
Added simulation of clip-maps for multiresolution representation of
irradiance field for area lights.
-----
revision 1.28
date: 1997/09/05 21:23:08; author: mmp; state: Exp; lines: +254 -45

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Added support for generating error images / statistics on error in images.

revision 1.27

date: 1997/09/04 21:30:19; author: mmp; state: Exp; lines: +33 -23
Range and resolution of irradiance field table can be set via afResolution and afRange parameters to areafield light source.

revision 1.26

date: 1997/09/04 20:49:17; author: mmp; state: Exp; lines: +0 -1
Fixed syntax error

revision 1.25

date: 1997/09/04 20:42:26; author: mmp; state: Exp; lines: +12 -25
Area lights emit from both sides now.
Area lights and receiving geometry can be transformed arbitrarily.

revision 1.24

date: 1997/09/03 20:43:23; author: mmp; state: Exp; lines: +279 -3
Basic support for area light sources via irradiance vector field. Many limitations documented in code.

revision 1.23

date: 1997/08/20 15:29:00; author: peercy; state: Exp; lines: +152 -0
remove init and blendinit functionality and major cleanup

revision 1.22

date: 1997/08/12 00:56:05; author: peercy; state: Exp; lines: +12 -0
bypass unlit patches

revision 1.21

date: 1997/07/21 20:31:41; author: peercy; state: Exp; lines: +0 -17
update to new fragment light spec

revision 1.20

date: 1997/07/08 18:46:50; author: peercy; state: Exp; lines: +28 -11
update to current api implemented in opengl.model

revision 1.19

date: 1997/06/30 21:10:40; author: peercy; state: Exp; lines: +2 -1
fix camera/modelview matrix manipulation for lighting

revision 1.18

date: 1997/06/12 17:13:03; author: peercy; state: Exp; lines: +0 -2
convert fragment material functions to the right ones; def __GL_FUTURE in Makefile

revision 1.17

date: 1997/06/09 21:13:15; author: airey; state: Exp; lines: +1 -1
last set of rename changes

revision 1.16

date: 1997/06/09 20:04:01; author: airey; state: Exp; lines: +28 -28
rename globals

revision 1.15

date: 1997/06/09 18:45:48; author: airey; state: Exp; lines: +7 -7

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convention for globals: cap on first letter of words\n
-----
revision 1.14
date: 1997/06/06 23:18:05; author: peeracy; state: Exp; lines: +5 -3
magic now can do spotlight cutoff
-----
revision 1.13
date: 1997/05/31 01:49:34; author: peeracy; state: Exp; lines: +11 -2
add env option to choose fragment lighting
-----
revision 1.12
date: 1997/05/28 21:39:09; author: peeracy; state: Exp; lines: +26 -0
baby steps to per-pixel lighting
-----
revision 1.11
date: 1997/05/28 20:25:40; author: peeracy; state: Exp; lines: +40 -154
move light and material setting into their own functions
-----
revision 1.10
date: 1997/05/25 19:26:50; author: peeracy; state: Exp; lines: +140 -5
checkpoint for illuminate and freeing temps
-----
revision 1.9
date: 1997/05/20 20:48:31; author: peeracy; state: Exp; lines: +46 -14
fix light shader for multipass
-----
revision 1.8
date: 1997/05/20 18:06:52; author: peeracy; state: Exp; lines: +14 -11
more fixes for new light approach
-----
revision 1.7
date: 1997/05/20 16:51:45; author: peeracy; state: Exp; lines: +62 -40
rework light shader handling
-----
revision 1.6
date: 1997/05/16 19:23:25; author: peeracy; state: Exp; lines: +20 -5
n32 compilers, and reduce error warnings
-----
revision 1.5
date: 1997/05/15 16:56:29; author: peeracy; state: Exp; lines: +13 -0
added copyright notices
-----
revision 1.4
date: 1997/05/15 15:40:54; author: peeracy; state: Exp; lines: +1 -1
more directory isolation
-----
revision 1.3
date: 1997/05/13 17:52:58; author: peeracy; state: Exp; lines: +0 -1
remove ri_dlist.h
-----
revision 1.2
date: 1997/05/09 16:30:15; author: peeracy; state: Exp; lines: +14 -14
rounded the corner on surface shader conversion
-----
revision 1.1
date: 1997/05/01 23:38:47; author: peeracy; state: Exp;
copied over from shader tree on woocooof (brisa!)

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